BAN DAI

EmuMovies

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BAN DAI BANDAI INSTRUCTION BOOKLET

DRAGON SPIRIT™

THE NEW LEGEND

Nintendo ENTERTAINMENT SYSTEM

BANDAI

Official Nintendo Seal of Quality

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Nintendo ENTERTAINMENT SYSTEM®

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Nintendo recommends against using a rear projection television with your NES as image retention on the screen may occur.

1. GAME DESCRIPTION

For years now the kingdom of Olympia had enjoyed a wonderful period of peace. Even the fearful tale of King Amru's heroic battle with the demon Zawel had been long forgotten by his happy subjects. And when Amru's marriage to Alicia was blessed with the birth of the royal twins, Lace and Iris, the kingdom took it as a sign that the Fates were looking favorably upon them. But little did they know that far to the east the wicked Galda had been amassing an army of evil the likes of which could not be imagined in the blackest thoughts of mankind. Even the fearsome Zawel had been resurrected from the dead to join the murderous cause. Suddenly, without a warning Galda had struck, kidnapping the Princess Iris and her attending maids for a sacrificial offering in the Ceremony of the Dark. As Amru lay helplessly on his death bed he knew there was but one hope for rescuing his beloved daughter and saving the kingdom from total destruction. He must finally reveal the secret of the magical sword of Arlia to his son, Prince Lace. The mighty spirit of the Blue Dragon must rise again!

Please read this instruction booklet carefully to ensure proper handling of your new game. Save the booklet for future reference.

Precautions

1. Turn off the power when inserting or removing the Game Pak.
2. This is a high precision game. It should not be stored in places that are very hot or very cold. Never hit or drop it. Do not take it apart.
3. Avoid touching the connectors and do not get them wet or dirty. Doing so may damage the game.
4. Do not clean with benzene, paint thinner, alcohol, or other such solvents.

Note: In the interest of product improvement, Nintendo Entertainment System specifications and design are subject to change without prior notice. This game has been programmed to take advantage of the full screen. Some older models have rounded screens and may block out a portion of the image.

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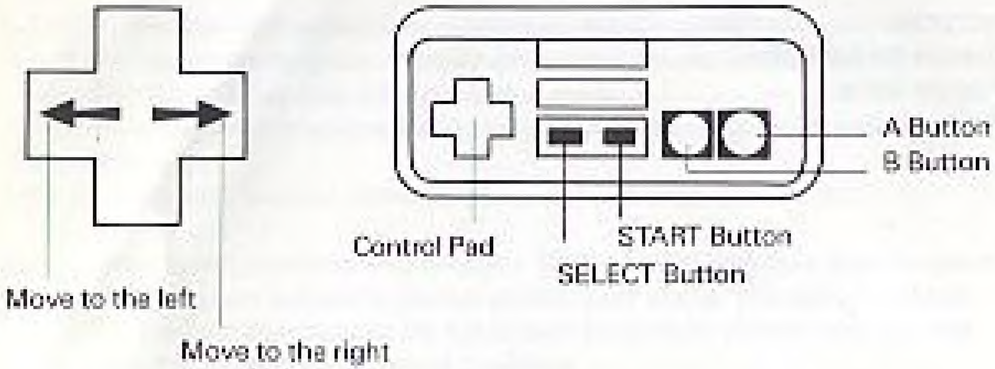
2. HOW TO OPERATE THE CONTROLLER



A Button: Push to fire at objects on the ground and for reading of messages.
B Button: Push to fire at objects in the sky and to read the next message.
Start Button: Push to start and pause the game.
Select Button: Not used.
Control Pad: Push left, right, up, or down to move the blue or gold dragons.

3. HOW TO PLAY THE GAME

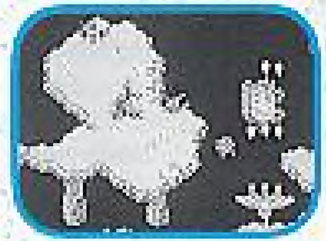
Press the Start button to begin the game. The action begins with Prince Lace using the magical sword of Arlia to transform himself into a blue dragon. There are two game modes: the Blue Dragon mode and the Gold Dragon mode. The mode is determined at the beginning of the game in a showdown with the demon Zawel. After the Start button is pushed, the Blue Dragon immediately enters the castle of Zawel. If the Blue Dragon defeats his evil enemy the game will proceed in the Blue Dragon mode. However, if Zawel defeats the Blue Dragon, Lace turns into the Gold Dragon and play proceeds in this mode.

After the showdown with Zawel, the Title Screen will appear indicating which game mode you are playing. Push the Start button again to continue with the battle. The dragon uses two types of fire to defeat its enemies; one against enemies on the ground (by pushing the A button) and the other against enemies in the air (by pushing the B button). To win the game, you must successfully fly through 9 different areas as you approach the Dark Castle where Galda awaits.

Life Meter Display

The strength of the dragon is shown by the life meter in the lower left portion of the screen. The blue area indicates the dragon's power. When the dragon is injured by enemy attacks or by hitting the ground, this blue area decreases. The dragon's strength is completely exhausted by 3 damaging blows (in the Gold Dragon mode 6 damaging blows exhaust the dragon's strength). At the beginning of each area, the name of the area and the number of remaining dragons are displayed. When the dragon's life meter is exhausted and there are zero dragons left, the game is over.

If you are defeated before finishing the game, play can be resumed from the area you were last in when the game ended. Just select CONTINUE on the screen and push the Start button. (Continue play can only be used two times in each game.)



Power Items

The dragon can increase his power by capturing items that appear during the game. These items can be captured the following 2 ways:

1) DESTROY THE BLUE AND RED PODS ON THE GROUND!
If these objects are destroyed various power items will appear on the screen.

- When you take the blue item from the blue pod the dragon will get one additional head (the maximum number of heads is three). If you receive a damaging blow the number of heads will be reduced by one (the minimum number of heads is one).
- When you take the red item from the red pod, the power of the air fire increases a maximum of three times. In the maximum strength condition, continuous firing is possible by holding down the B button (continuous firing is possible from the beginning of the Gold Dragon mode). If you receive a damaging blow, the power is reduced one level at a time.

2) DESTROY THE FLASHING ENEMIES!

When you destroy the flashing enemies, various items will appear.

- *Blue and red pods:* same as blue and red ground pods.

- *Turbo-charger:* increases the speed of the dragon's movement.

- *Sweeping Fire:* allows you to shoot the dragon's fire over a wider range.

- *Flame Enhancer:* gives you the maximum firing strength.

- *Shrinker:* makes the dragon very small (be careful, as the dragon returns to normal size when you capture a blue item).

- *Dual dragons:* creates two smaller dragons (one on each side of the main dragon). These smaller dragons disappear when a blue item is taken.

- *Power Wing:* makes the dragon invincible for a specific length of time.

- *Fire Dragon:* creates a strong wide barrier for a certain length of time.

- *Earthquake:* causes an earthquake to occur which destroys all enemies on the ground.

- *Power Bomb:* causes the ground to tremble by using the ground fire.

- *Bonus Points:* gives up to 5,000 bonus points.

- *Power up:* increases the dragon's power by one level.

- *Skull:* causes the dragon's power to decrease by one level. Be careful!

Areas of Play

The dragon must cross a total of nine areas in order to finish the game (there are only five areas in the Gold Dragon model). A powerful enemy boss monster awaits at the end of each area. This creature must be defeated before you can move on to the next area. The nine areas are as follows:

Area 1: *Paleozoic Era;* where huge dinosaurs roam.

Area 2: *Volcano;* full of lava spewing volcanoes.

Area 3: *Jungle;* filled with swarming insects.

Area 4: *Graveyard;* where the battered graves of monsters cover the desert wasteland.

Area 5: *Cave Road;* where moving walls and an evil spider lurks.

Area 6: *Glacier;* the only way out is to crack through the thick ice.

Area 7: *Deep Sea;* where exotic fish wait to attack.

Area 8: *Dark Quarters;* land plunged into complete blackness where brief lightening provides your only chance of escape.

Area 9: *Dark Castle;* Galda awaits for the final battle.

4. HELPFUL HINTS

Rescue Iris's kidnapped maids

You can receive rewards by rescuing Iris's six attending maids. The maids can be rescued by defeating the powerful boss monsters at the end of each of the first six areas. If you have fulfilled certain conditions at that time, the maids will appear and offer some kind of reward (there are no rewards in the Gold Dragon mode).

Look for the Compound items and Rescue items

Compound items and Rescue items enable power increases of two to three types at one time. The Compound items can easily be taken from the flashing white enemies, but the Rescue items must be searched for with ground fire, as they are hidden at certain points along the ground.

90-DAY LIMITED WARRANTY:

90-DAY LIMITED WARRANTY:
Bandai America, Inc. ("Bandai") warrants to the original consumer purchaser that the Game Pak ("PAK") (including Game Pak Accessories or Robot Accessories) shall be free from defects in materials and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Bandai will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:
1. DO NOT return your defective Game Pak to the retailer.

2. Notify the Bandai Consumer Services Department of the problem requiring warranty service by calling: 1-213-889-8947. Our Consumer Service Department is in operation from 8:00 A.M. to 5:00 P.M. Pacific Standard Time, Monday through Friday.

3. If the Bandai service technician is unable to solve the problem by phone, have Bandai provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK (postage prepaid, at your risk of damage, together with your name, address and brief proof of purchase within the 90-day warranty period) to:

Bandai America, Inc.
Consumer Services Department
1835 East 16th Street
Carson, CA 90746

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:
If the PAK develops a problem after the 90-day warranty period, you may contact the Bandai Consumer Service Department at the phone number noted. If the Bandai service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK and return the defective PAK (postage prepaid) to Bandai, enclosing a check or money order for $18.00 payable to Bandai America, Inc. Bandai will, at its option, subject to the foregoing, repair the PAK or replace it with a newer model PAK. If replacement PAKS are not available, the defective PAK will be returned and the $18.00 payment refunded.

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The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

Compliance with FCC Regulations

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems.
This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.